

Amiga

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THE NUMBER ONE

32-bit
ACTION MAG!



JURASSIC
PARK

5 pages

WARRIVING
YOUR COPY OF AMIGA USER INTERNATIONAL
HAS BEEN INVADED

this is...

Amiga CD!

What follows is an eight page taster of something new, something radical, something raw, exciting and mysterious. It's the hottest thing to have a CD on it since Prince held a copy of Lovesexy over his genitals, the best value for money since the price of the Amiga CD32 was set at £299.99, the brightest thing this side of the sun - Amiga CD! Magazine.

How can you get hold of a copy of the full mag? Only by waiting for the official launch in October. But for now, I hope this invasion of AUI whets your appetite. If you can't wait until October, buy an Amiga CD32 - Amiga CD! Magazine will be invading every single box.

IN THIS ISSUE:

We premiere twenty great games due for CD32

WIN one of five Amiga CD32 consoles!

OSCAR and PINBALL FANTASIES - in depth previews

WHAT IS the Amiga CD32?

● 7
Hit

● 50 fan

AMIGA CD!
YOUR LIFE WILL NEVER BE THE SAME AGAIN.
READ ON...

Thats over 600

reviews, news, tips and competitions

ZAZA: Is there anybody there? Is there anybody there?

CD32: Er... only me.

ZAZA: What is your name? Speak to Madame Zaza!

CD32: Ooh, stop all that mumbo-jumbo will you? You're giving me a processor-ache. I'm the new Amiga CD32.

ZAZA: But WHAT are you? Speak now, or hold your peace forever!

CD32: I really wish you wouldn't shout! All right, this is what I am. I am a games console designed to kick seven or eight shades out of the likes of Sega and Nintendo. Underneath all of this plastic flashiness I'm an Amiga A1200. 32-bit, don't you know?

ZAZA: There is more. You are keeping things from me. Speak, for Madame Zaza knows and sees all!

CD32: Then why are you bothering to do this at all?

ZAZA: I'm asking the questions!

CD32: Very well. I am also... a bitstream CD player. Wire me up to an amplifier and a couple of speakers and I'll play your audio CDs along with the best.

ZAZA: AH! Everything is starting to get clearer. What else?

CD32: Well, there IS the little matter of full-motion video...

ZAZA: Pray tell!

CD32: Well, once Commodore manages to get the board finished, I'll be able to cope with full-screen full motion video.

ZAZA: Which means?

CD32: Which means that I'll be able to take over an hour's worth of VHS quality pictures and sound from a single CD and play it back at 25 frames per second. At the moment I can handle half-screen and 12 frames per second.

ZAZA: So I could be using you to watch films as well as play games and audio CDs?

CD32: Exactly.

ZAZA: Smug git.

CD32: Well, you did ask...

ZAZA: So I presume that you'll be able to do things like CD+G -audio and graphics- as well?

CD32: Naturally.

ZAZA: And music videos?

CD32: Well, once the music industry realises that it can package a CD single and CD video single on the same disc and sell it for more profit, that's bound to happen. The punter gets CD quality audio and VHS quality images without loads of bulky boxes all over the place. He doesn't even need another machine to watch them on - all he has to do is play them on me!

ZAZA: But didn't you say that you're really an A1200? Isn't that a waste of potential?

CD32: Not at all. Commodore will make a keyboard, mouse and floppy disk drive available shortly.

ZAZA: So, let me get this right. You're a games console...

CD32: Yes.

ZAZA: and an Amiga A1200...

CD32: Yes.

ZAZA: and a CD player...

CD32: Yessss...

ZAZA: AND you'll be a video player and a CD+G player?

CD32: YES!

ZAZA: Is there anything you can't handle?

CD32: Well, I won't be able to cope with viruses, or pirated games, because no-one can afford to write to CDs yet. A virus can't write itself to CD, nor can a thief copy one. What would he do, download it onto 680 floppy disks??

ZAZA: You may rest now. Sleep, sleep...

CD32: No way! There's no rest for me. Today, Sega and Nintendo, tomorrow, the world!

ZAZA: Just one more thing - how much are you?

CD32: £299.99. And that price is bound to come down before too long.

ZAZA: £299. Hmm. How much am I getting for this interview?

CD32: Too much, I'd say...

So there you have it. Exclusive contact with...

The Amiga CD32.

Why not go out and make contact with one when it's launched in September?

It's life Jim, but we know it....

Just what is this Amiga CD32 thingy that everyone's going ape over? We contacted Madame Zaza a La Baba, the world's leading human-to - consumer-electronics medium, to converse directly with an Amiga CD32 and ask it some searching questions. The stunning results of this happily unique interview follow.

MIGA C

CD32?

not as

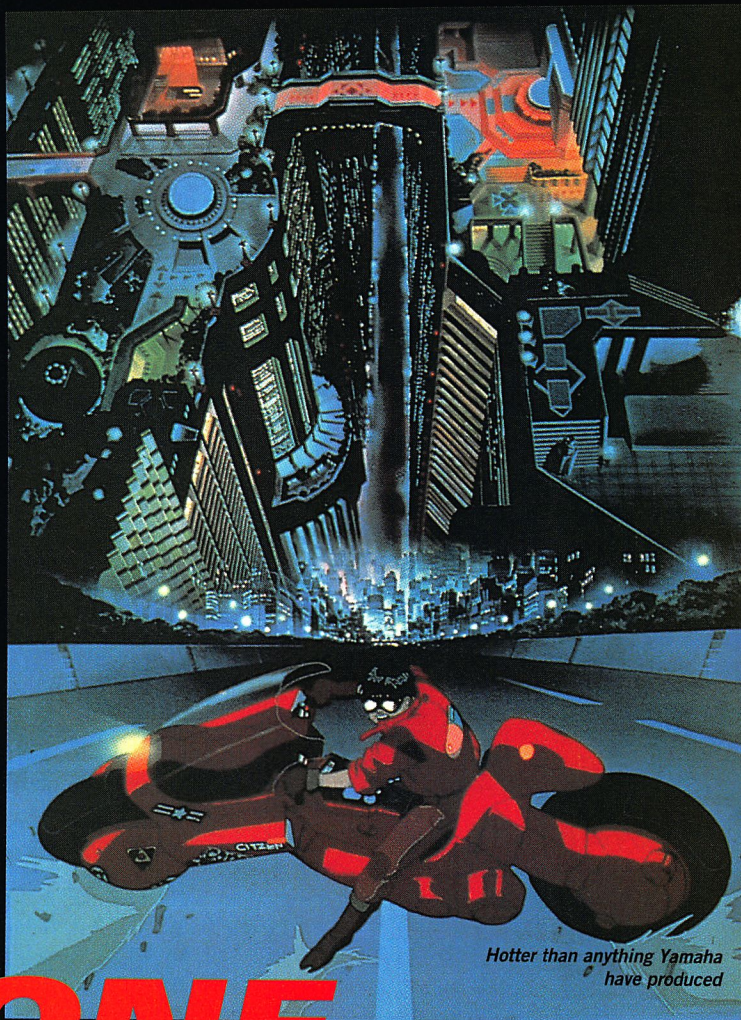
D32

previews

Mango: a large, fleshy fruit from the tropics. Manga: a massive, violent concept from Japan, flesh also featuring there somewhere, but this time flying about in huge, gore-streaked gobbits. Every video store in the known universe carries a large amount of these videos, which are even more popular than Sumo, Sega or Sony.

Perhaps the most infamous of all Manga's characters is Akira. He's living Hell on a bike, tougher than a Range Rover chassis and meaner than a Rottweiler in a microwave oven. The connection with Amiga CD32? Well, the lucky company to secure the licence to Akira for computer formats is ICE. Stuart Bell, ICE's MD, is naturally pretty happy about all this: "Akira is going to be absolutely massive. Everyone's talking about it."

Akira should be around in 1994 for the Amiga CD32, but watch Amiga CD! for more on the Manga scene.



ICE ONE

FROM THE LAND OF THE RISING SUN

GRANDSLAM, THANK YOU MA'AM

Nick Faldo may not have won the Open, but the golf game with his name stamped all over it is due to hit the CD32 any time now. It promises enhanced graphics and sound over the floppy version (which I'm sure you'll agree is very good news) and all budding Faldos should look out for it. You too can be labelled as World No.1...



Old Nick couldn't win but Grand Slam hopes to.



Premiere
Take a trip through the
forthcoming attractions
for the Amiga CD32
coming soon to
Commodore
console ne
you!

SENSIBLE SLAUGHTER

Docklands-based Renegade, the jolly nice home of industry old-timers the Bitmap Brothers, is the latest company to pledge undying loyalty to the new Commodore console. First release will probably be The Chaos Engine, featuring large, bemuscle hoodlums sporting ray-bans and huge weapons and shooting lots of other hoodlums in a 256-colour Victorian paradise. One thing's for sure, you may have seen the game before but it never looked this grand.

The other title planned by Renegade is Sensible Soccer, on the march from Sensible Software in March. Which doesn't mean you'll have to wait until March to get hold of it - all indicators point to the best-selling soccer game being around pre-Xmas. So start saving your nuggets now.

TWO VIRGINS ON THE FENCE

No-one is sure what will happen with the Amiga CD32 - other than that it has the potential to do great things, which I hope you've already realised by now - but many, many companies have decided to give the new format their backing. No piracy! The price! Double the power of Sega CD!

However, two companies still

sitting on the fence are Electronic Arts and Virgin.

"We haven't really decided whether or not to support the new format," said Nick Channon of EA. "Syndicate may become available but no plans are definite." Bad.

Virgin's response was even more upsetting. "We'll be studying the performance of the machine, looking to see how sales go and

examining our options closely before committing ourselves to supporting it," said Caroline Stokes. "This process may take up to nine months." NINE MONTHS! I mean, a child goes from sperm to infant in that time! No Dune 2? No Jimmy White? Sob...

Gremlins in the works

Everyone's favourite platform superstar, Zool, will be available for the launch of the Amiga CD32, Gremlin Graphics has confirmed. One hopes it will take the hardware even further than the 16-bit A500 version did. With Zool and Robocod on its tail, how long will Flairsoft's

Oscar manage to stay the numero uno platform game on Amiga CD32?

Other rumours (reported as 'facts' by other 'magazines') include a one-disk Lotus trilogy and several other compilations which may or may not slip out of the Sheffield supremos' HQ. But will

they ever appear? "Nothing is decided yet, so who can tell?" one source from Gremlin is quoted as saying. Fact: a pig just flew past the window. Who dropped him, I wonder? Which just goes to prove that you can't believe everything you read. (Even here? Ed.)

MAN U, WHO ARE YOU?

Manchester United 3 is just one of a trio of Krisalis games due for the new Amiga CD32. Sadly though, only Sabre Team will be available



Soccer Kid keeps up his strength by grabbing some snacks



Life as a pro footballer is all yachts and palm trees

before Xmas - you'll have to hold your breath for the aforementioned soccer management game based on sad, league-topping footie team. The same goes for Soccer Kid, a game already hailed by some pundits as a potential game of the year.

Well, Soccer Kid is unlikely to be the CD32 game of the year as it won't even appear for the format this year. CD32 game of the year for 1994? Who can tell? Krisalis would like you to commit money to it already, but if were I you I would hang onto my dosh and wait awhile.

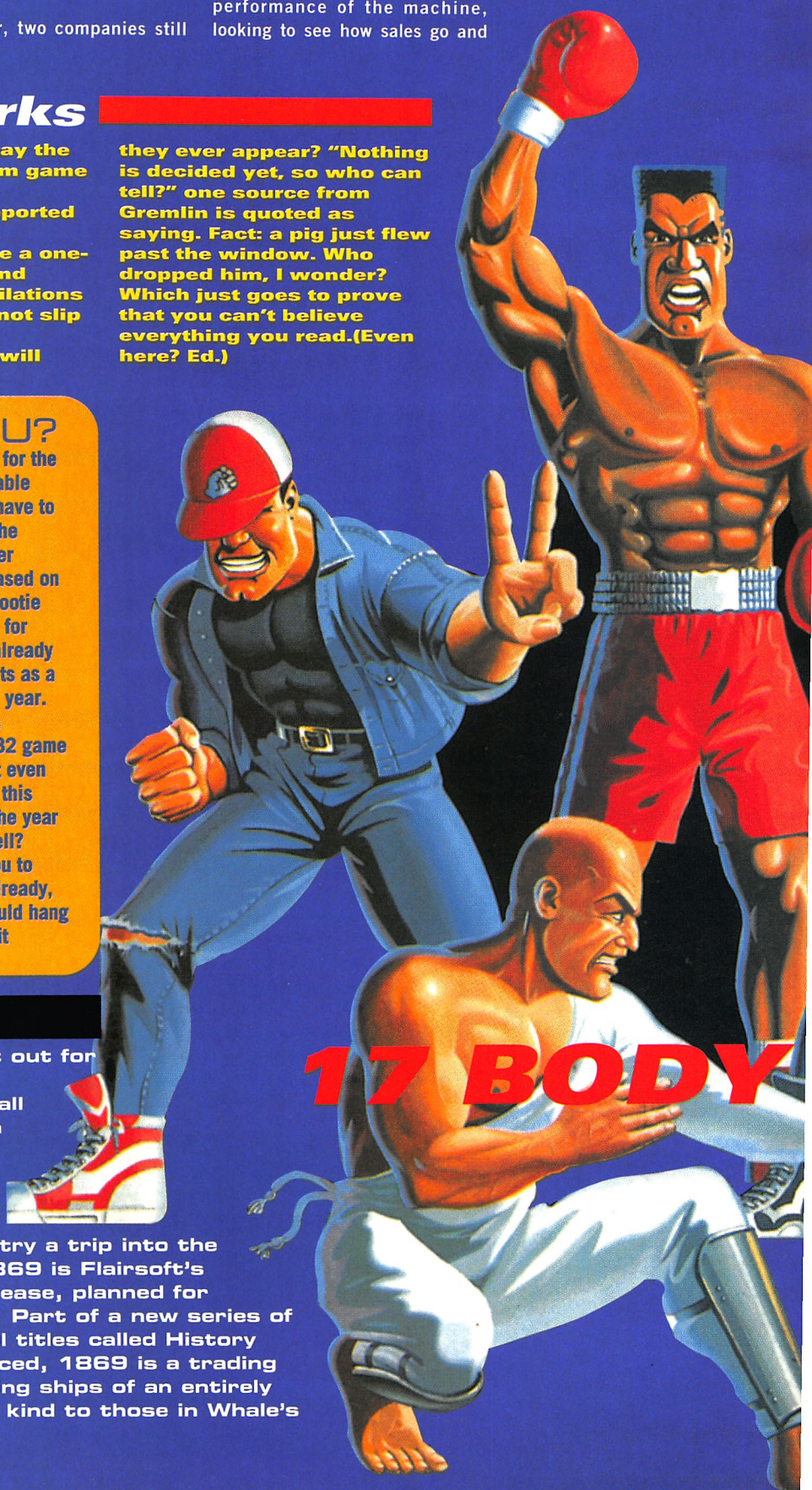
A FLAIR FOR GREAT GAMES

Elsewhere in this mini-issue of Amiga CD! you'll find a review of Flairsoft's very first game for the Amiga CD32, Oscar. The company also plans to have two other games available very soon.

Whale's Voyage is due by the time the machine hits the street and casts you as a...lump of genetic waste. If you think that's all a load of crap, you're getting warm! But you're an ambitious stool, if such a thing is possible (and in an infinite universe, everything is possible), and your goal is to become a top trader. Coo! Looks like you've got your

work cut out for you.

If that all sounds a bit too far-fetched for you, why not try a trip into the past? 1869 is Flairsoft's other release, planned for October. Part of a new series of historical titles called History Experienced, 1869 is a trading game using ships of an entirely different kind to those in Whale's Voyage.



The ferocious T-rex attacks. Maybe you should have left his spider plant alone.



Prepare to tee off. Dig that haircut!



DIG THIS POND

Millenium is a household name in the Amiga market and it's hoping to become one in the CD32 market too. At least two titles will be available at the machine's launch: James Pond 2 - Robocod, the CD version of the classic Amiga hit; and Diggers, which has been described by some neutral observers as "rather similar to Lemmings".

Not that I would stoop to such blatant name-calling. Hell, if it's a rip-off of Lemmings I'd tell you straight. If someone looks like Kim Bassinger, I tell her straight (over a drink) so why can't everyone be the same? I reserve judgement for the full review - look out for it in the first full issue of Amiga CD!

LOWES

Team 17 is one of the most accomplished software houses for the Amiga. Question: Will the heroic software house rename itself Team 33 when supporting CD32? That remains to be seen, as does the quality of the firm's Amiga CD32 titles - but if their past record is anything to go by, things should look pretty hot.

The first game due is Alien Breed 2.

You're expected to blast to pieces large numbers of acid-filled, gruesome-looking alien mothers with little street cred and no sense of humour. Sounds pretty close to Heaven to me. Body Blows is also expected to come across to the CD based format in time for the festive season. I couldn't get confirmation about Project X - but if it were to turn up, I'm sure it would be well received...



Fancy a T-rex with a zero handicap?

Not much more than asking him to hand over your sand wedge. From this somewhat irrelevant prose, the more lateral-thinking among you may (or may not) have guessed that Ocean's first two releases for CD32 will be Jurassic Park and International Golf.

International Golf will be the first to give Nick Faldo's licence a run for its money. Will it feature a full set of clubs, choice of caddies, lots of beautiful courses, plenty of grass and stunningly digitised CD sound? Well, it would hardly be a golf game without all that, would it? Of course, it won't manage to be realistic - short of Ocean designing a bit of hardware to allow you to emulate a golf swing.

Everyone with eyes, ears or nose will know all about Jurassic Park. In fact, everyone has gone so Dino-mad, I would be tempted to call the game something else: Up-er-ass-ic Park, simply because there are dinosaurs coming out of everyone's bum at present. No magazine cover (including, I admit, the mock cover for Amiga CD!), cereal packet or restaurant window is complete, it seems, without a T-Rex grinning out from them. Ocean's game of the film should do well, thanks to all this publicity...

2 CAPTIVE CHICKENS

Liberation: Captive 2 was already being demonstrated at the Amiga CD32's official press launch, albeit not nearly finished, but it should be ready to roll (or rather spin) by the time the console appears in the shops. From the creative keyboard of none other than Tony Crowther (responsible for Nightmare and the original Captive), it should make full use of the machine's capabilities, as well as getting the best out of the dinky little paddle controller too.

Just to show that no-one can be taken seriously, Mindscape included, Alfred Chicken rears his poultry head, dangling his dewlaps, wagging his wattles and jiggling his jowls. Some people will do anything for a laugh. To prove this theory, Mindscape are asking us to believe that a character called Alfred Chicken will be the greatest hero to ever grace a platform game. Ha-ha! Nice one lads. You crack me up!

Amiga
CD!

competition

STUPENDOUS AMIGA CD32 COMPETITION!

one of FIVE
**Amiga CD32
consoles!!!!**



By now I hope you've been convinced that Amiga CD! magazine is as exciting a prospect as the Amiga CD32 itself. But what's even better than a £299 killer games machine cum CD player? I'll tell you what is better - a FREE one!

Those tremendously friendly, generous and public-spirited chaps and chapesses at Commodore have done themselves proud this time. They've offered no less than FIVE of the latest and greatest games machine for you to win! Just think, a few weeks from now you could be making your sad Sega and no-hoper Nintendo-owning friends sick with envy by showing them just what a games console should be. And what do you have to do to win this great prize? Easy. Just write in to me at Amiga CD! Magazine with the answers to these tricky and taxing questions:

- 1: WHAT IS YOUR NAME?**
- 2: WHERE DO YOU LIVE? (full address please)**
- 3: HOW OLD ARE YOU?**
- 4: WHAT MACHINE DO YOU CURRENTLY OWN?**
- 5: WHAT IS YOUR FAVOURITE SOFT DRINK?**
- 6: WHAT IS YOUR FAVOURITE GAME EVER?**

Slap it on a postcard or the back of an envelope and zap it to:
Ashley Cotter-Cairns
The Ever-so-generous CD32 Compo AMIGA CD! MAGAZINE
48 George Street
London W1H 5RF
Closing date is 12th September so get cracking. The winners will be those who the Editor judges to have the best taste in soft drink s and computer games.

OSCAR

FLAIRSOFT ETBA

Oscar the rabbit is one unhappy bunny. His ambition in life is to become as famous as Fred EstHare, but his exploits to date have proved fruitless; trying his luck in cartoons by standing in as a stunt rabbit for Buggs Bunny, hanging around outside Bob Hoskins' ho use looking cute, that kind of thing. Finally, he makes his big break into movies, in true Roger Rabbit style, by driving down to the cinema and just stepping into the celluloid world of each feature film.

His goal is, quite simply, to collect as many golden Oscars as possible from their devious hiding-places in each platform-game film set. Grabbing these Oscars makes him more famous, opens up the path to the next feature film and gives him a useful chat-up line ("Would you like to come back to my place and see my oscars?"). The films include such all-time greats as Jurassic Pranks, Sci-fi Encounters and Wild West World and each is fully populated with suitably attired bad guys.

The pics on this page just won't prepare you for the explosion of sights and sounds that'll greet you when you play Oscar for the first time. This is one psychedelic

bun: his creators have heaped their considerable flair for colours onto this game and, with 600MB of compact disc space to play with, they could afford to make Oscar, as well as his enemies, look different on each level.

Collect anything and stars explode Troll-like all over the screen, grab an Oscar and more bonus pickups fly about. Meanwhile, ultra-smooth multi-layer parallax scrolling makes the background slip by as smoothly as a slug on a frozen puddle of gold Tequila.

Oscar is not alone in his quest for glory. His journeys through the different film sets are made far more tricky (and, let's face it, interesting) by the inclusion of a few well-chosen bunny bashing bad blokes (and babes). The cast of each movie are rather aggressive and do nothing to pooh-pooh the old myth about actors stabbing each other in the back to further their own careers.



The Lowdown

If you're a Trolls freak, you could be forgiven for thinking that you've seen all this before. Truth is, Oscar is remarkably similar to the Trolls game which hit the Amiga, PC and consoles not so long ago.

That's no bad thing unless you accidentally buy both at once (and Trolls isn't out for CD32, so there's not much chance of that). Trolls was a great game and Oscar is, too. At this stage there isn't a better platform game available for the machine.



PINBALL FANTASIES

21ST CENTURY ETBA

Mods and Rockers stab each other on Brighton beach over the chance to challenge Tommy, the kid who plays by sense of smell. If Pinball Wizard was your idea of the greatest film ever (never mind Ghostbusters, Home Alone or Jurassic Park) and you spend all your free time hanging around arcades, pubs and bars with a rapidly-emptying pocketful of pound nuggets, then Pinball Fantasies will fulfil your every...fantasy.

21st Century have become well-known as pinball wizards extraordinaire, ever since Pinball Dreams first appeared on the humble Amiga a couple of years ago. Dreams was to pinball what Sensible Soccer was to football games for the Amiga, prompting many to gasp "Can a nuthing possibly beat this?"

The answer was "Yes, but just give us a chance to spend some of the dosh we made from Dreams first." That done, 21st Century duly set their programmers

to working on the sequel (in their spare time, after converting Pinball Dreams to run on everything from Sega and Nintendo to pocket calculators and washing machine brains). The result? You've guessed it, Fantasies was even better than Dreams.

And that was only the 16-bit version. The CD edition of PF has once again done what everyone said was impossible: bettered the Amiga version which has sold and sold. All four tables (Partyland, Billion Dollar Game Show, Speed Devils and Stones and Bones) have been retained in the conversion, now more glorious than ever in 256 colours. Where the 16-bit version seemed garish and as subtly-coloured as a beach ball, the CD32 edition is simply stunning to behold.

Sound, too, has been overhauled, with all the samples of the original retained, but new digitally-produced CD quality soundtracks for the music added. You'll truly believe that your CD32 has upped sticks and moved itself into an amusement arcade. That's just through a TV - wire it up to the family stereo, make sure the doors and windows are closed and crank up the V. It's frighteningly good.



JUDGEMENT DAY

The Sights:

93

The Sounds:

91

Junkiness:

90

Doshworth?:

90

The Verdict:

91

The Lowdown

The tables are almost everything that a pinball fan could ask for.

The only omission is a Multiball feature. That's because the tables are much bigger than one screen in height and the screen scrolls around to follow the ball. 21st Century are trying to solve this problem for when Pinball Illusions will be ready (but don't hold your breath - it may not appear until Xmas '94!).

That really is the only criticism I can make. Pinball Fantasies is a truly excellent game. Well-paced, addictive and catering for up to eight players.

This is one for all the family, assuming they like pinball, that is...

